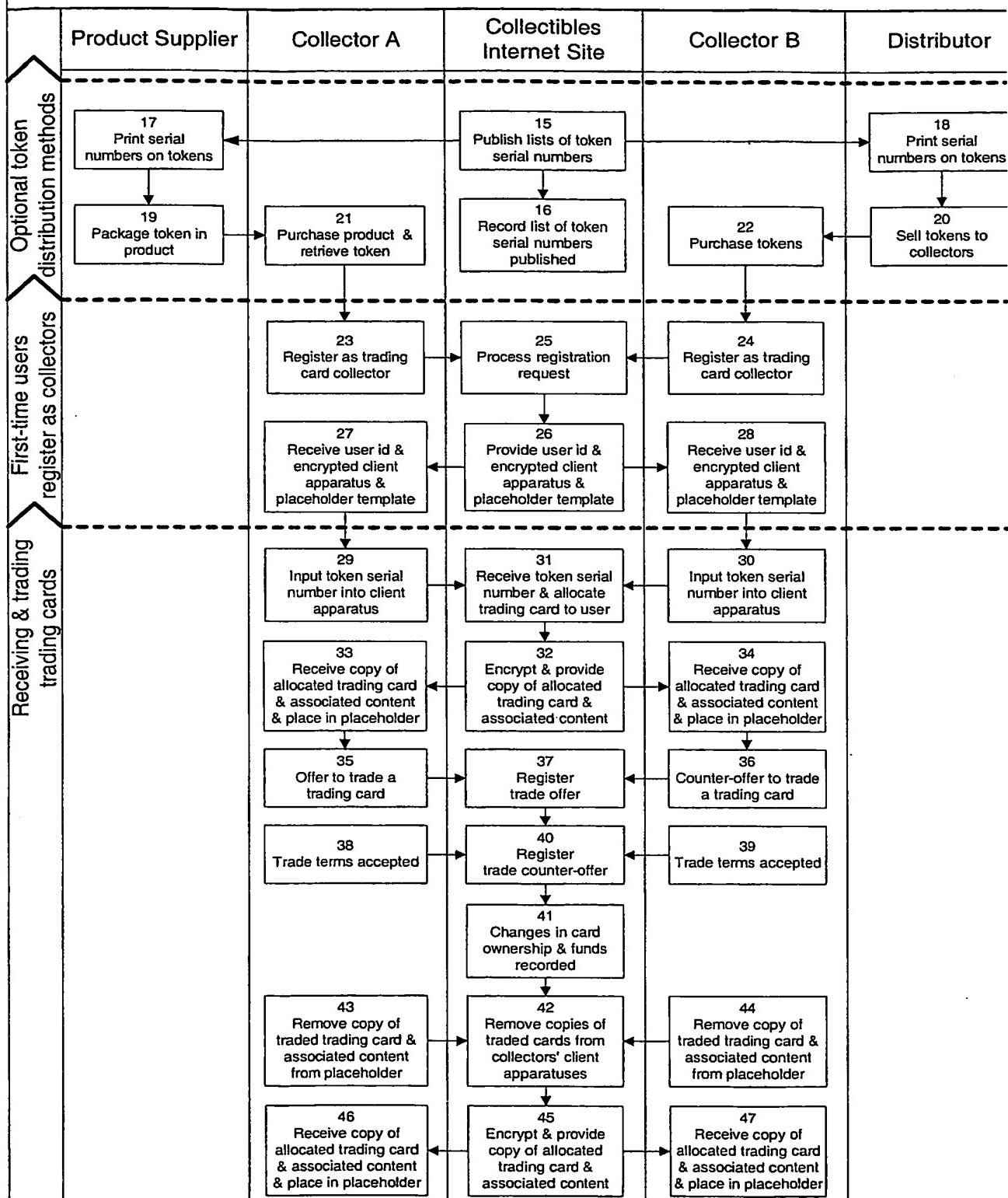


**Figure 1a - Schematic of Example Methodology (Allocating & Trading Cards)****FIGURE 1A**

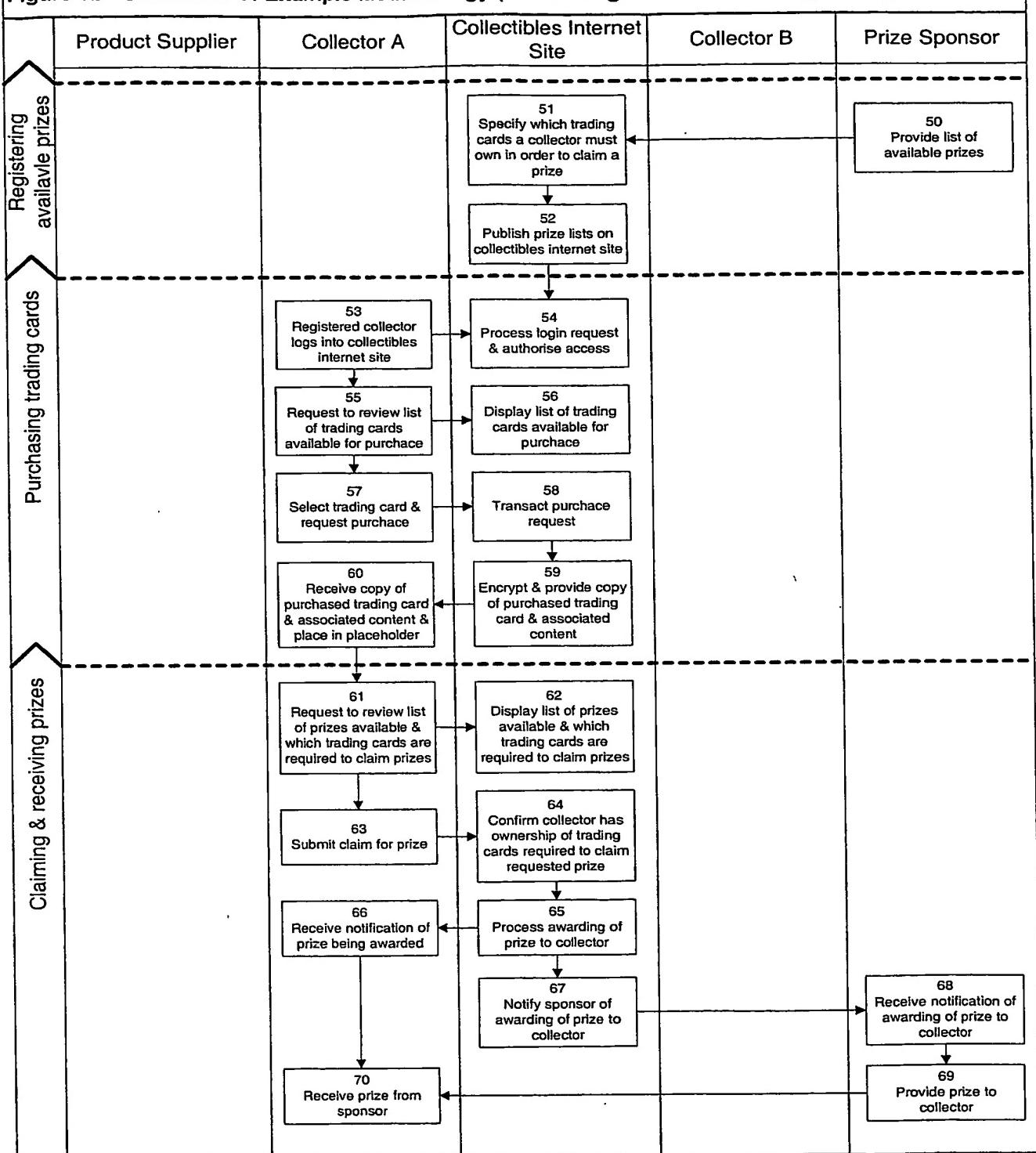
**Figure 1b - Schematic of Example Methodology (Purchasing Cards & Collecting Prizes)****FIGURE 1B**

Figure 1c - Schematic of Example Methodology (Off-line Trading of Cards)

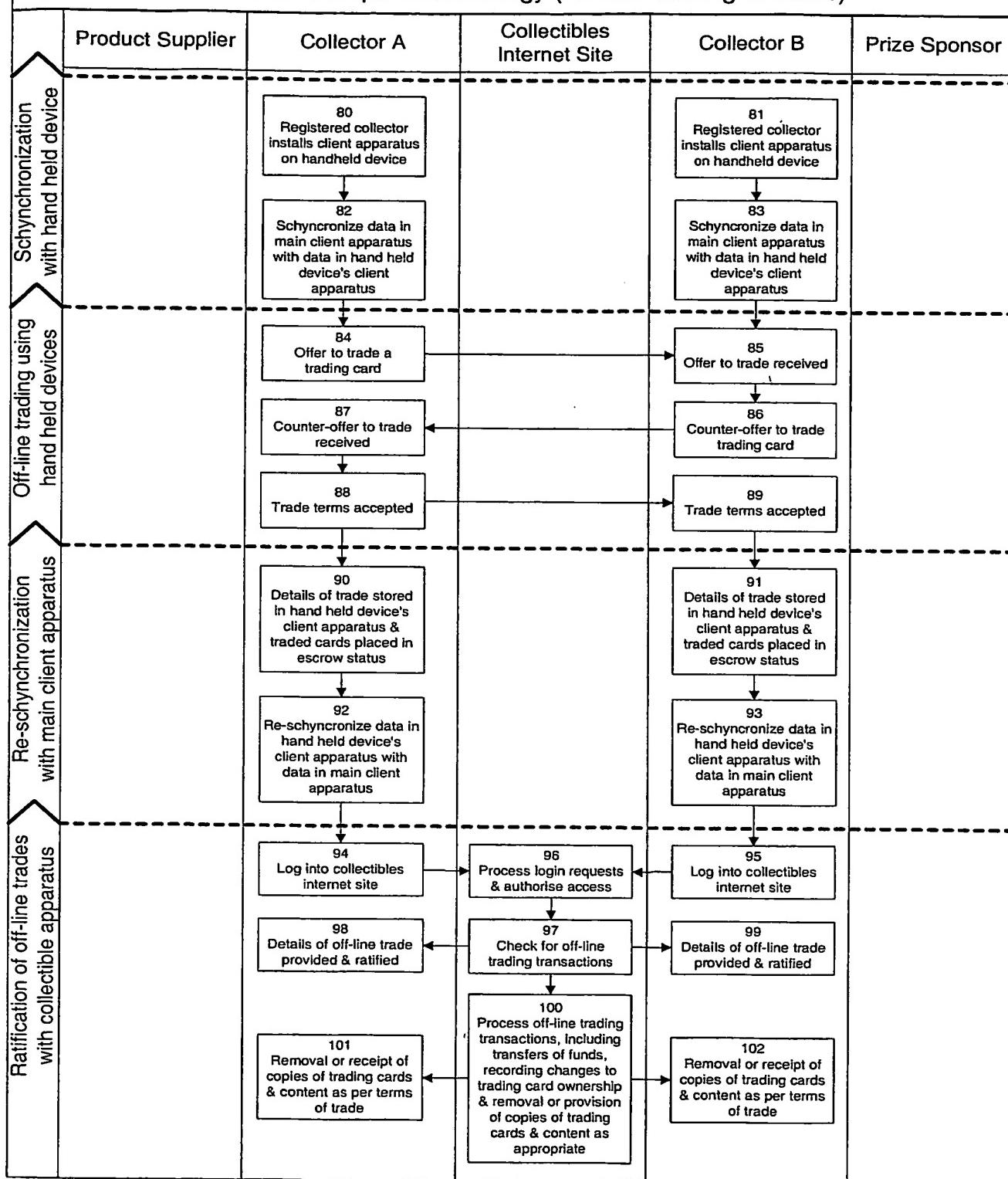


FIGURE 1C

Figure 1d - Schematic of Example Methodology (Interaction with electronic games)

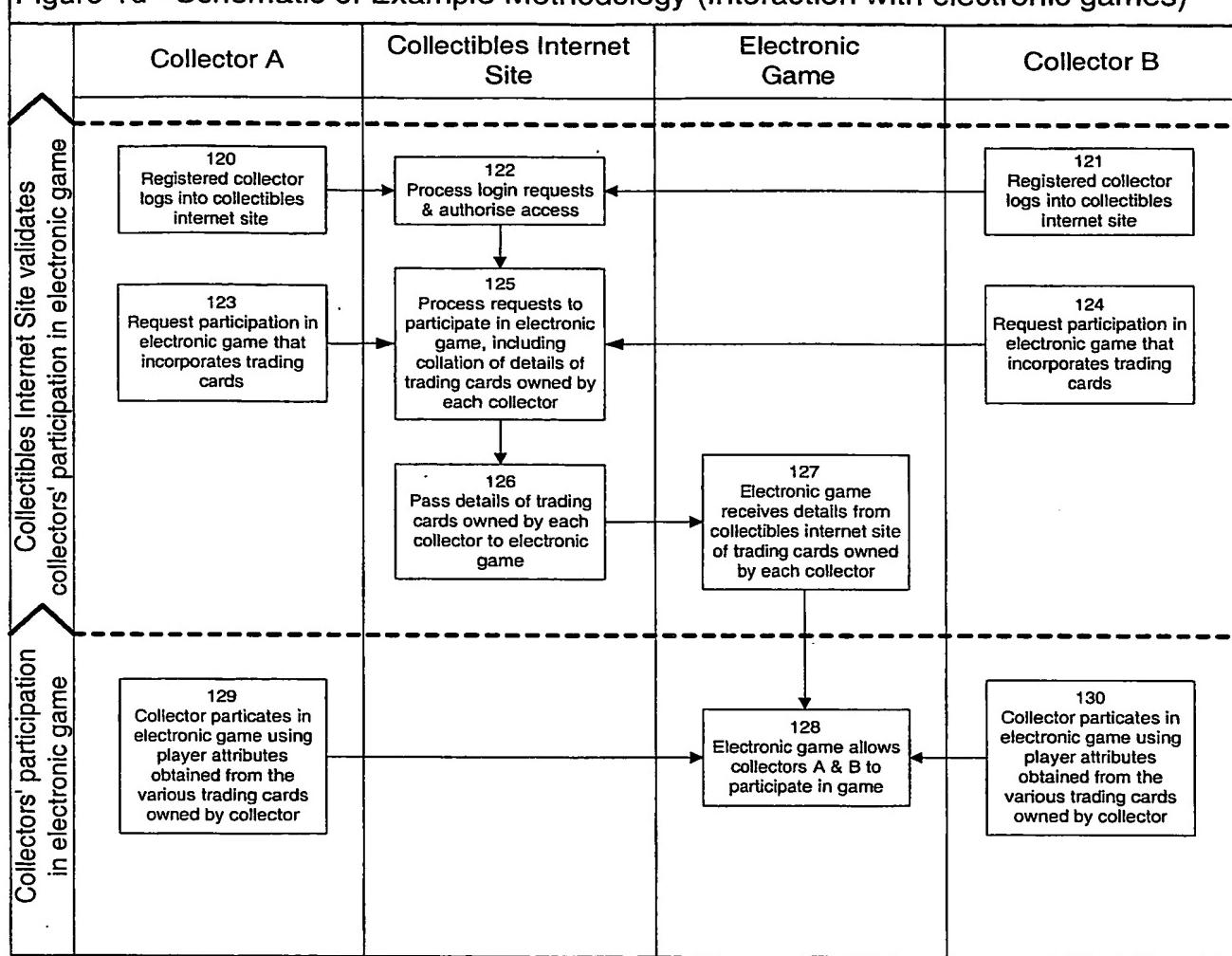


FIGURE 1D

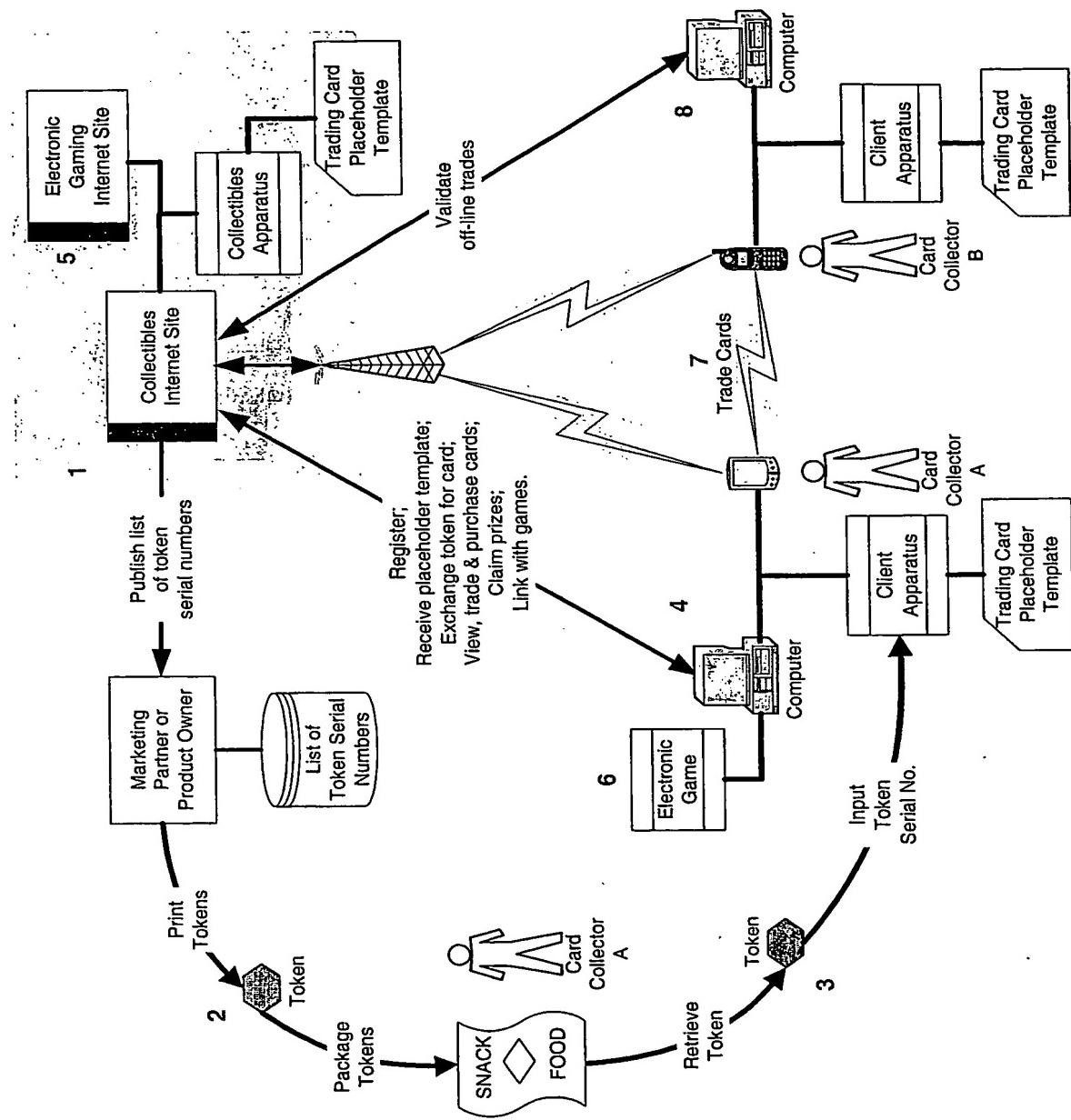


FIGURE 1E

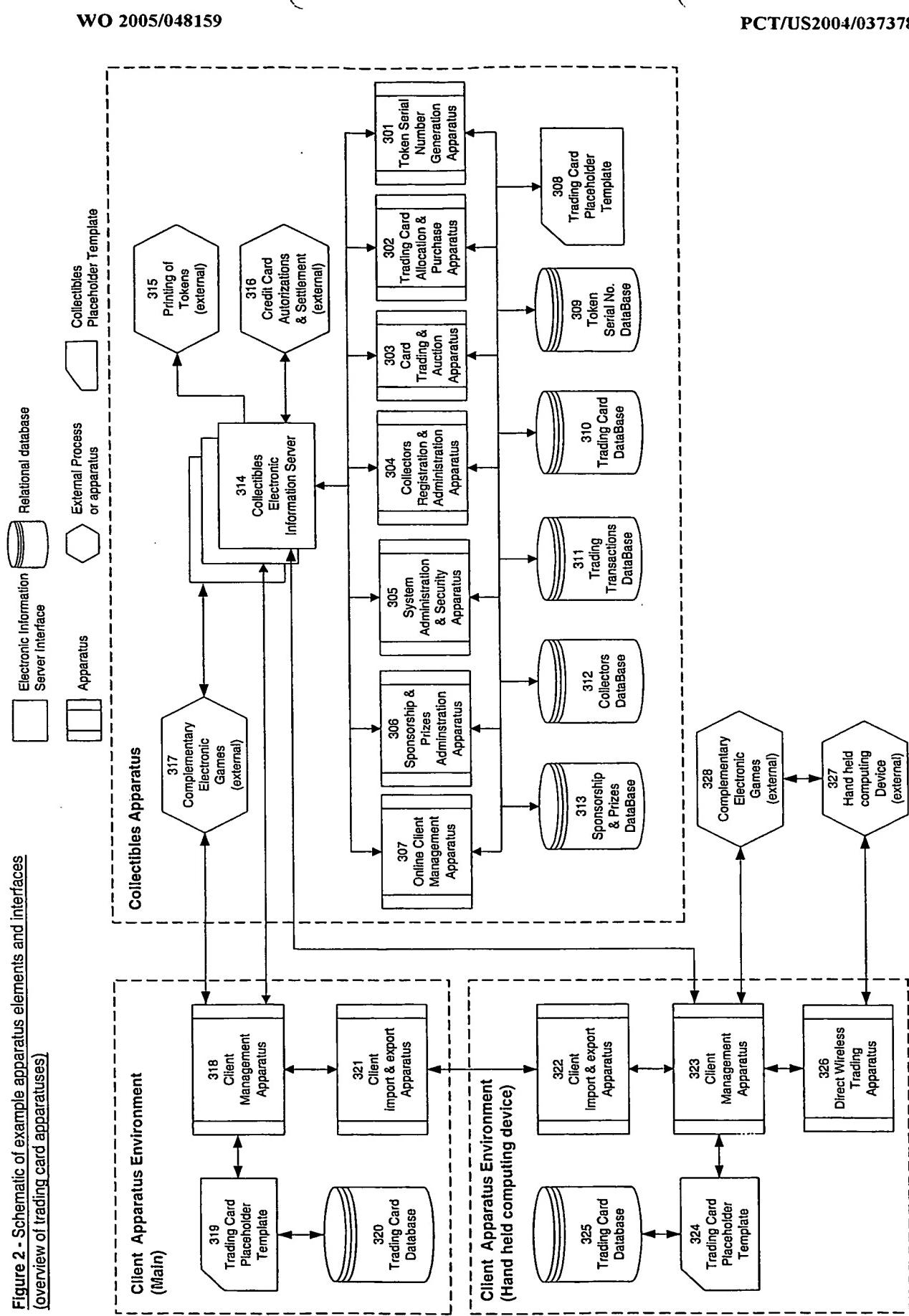
**FIGURE 2**

Figure 3a - Schematic of Example Methodology (Creating &amp; Registering Electronic Art Work)

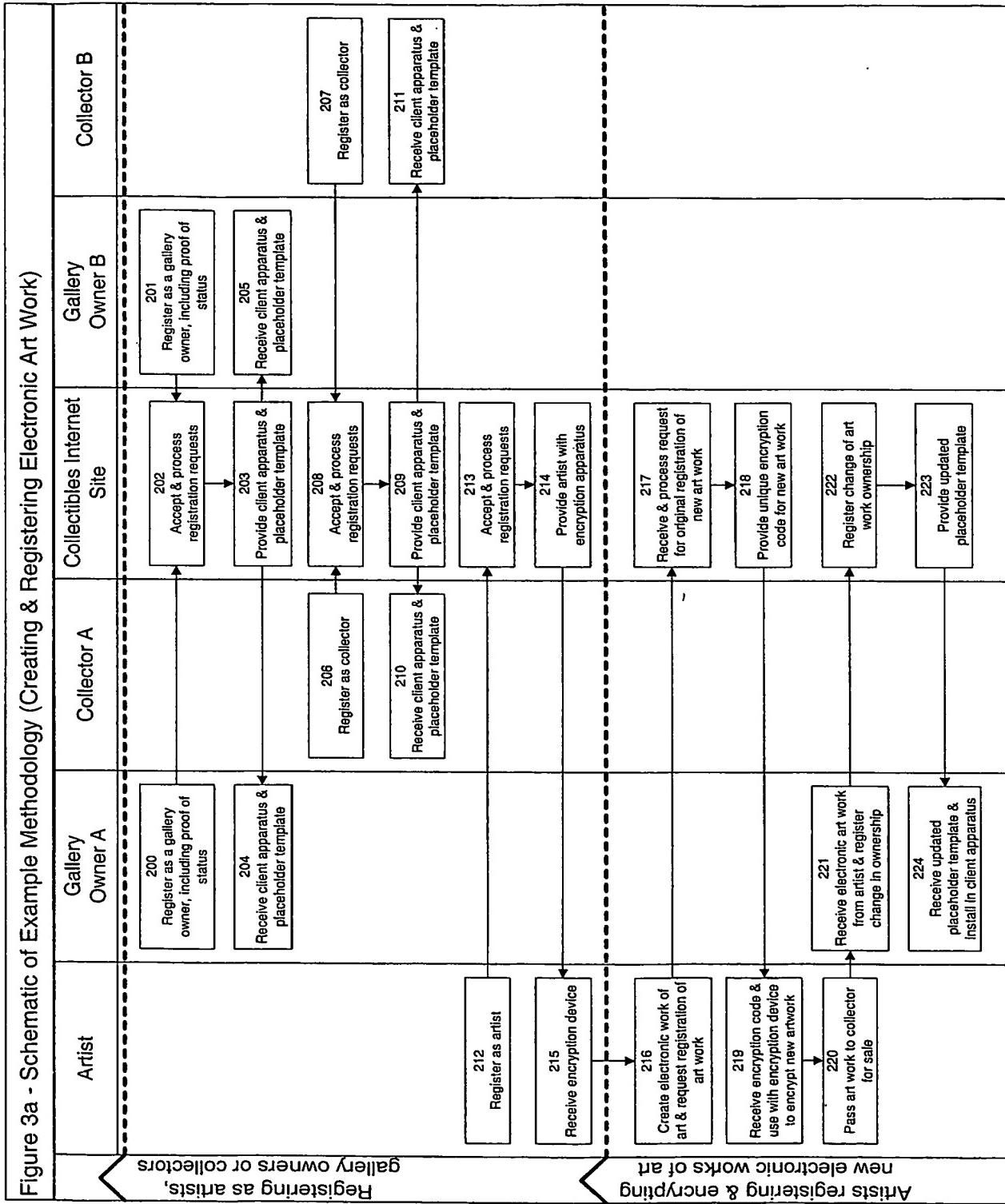
**FIGURE 3A**

Figure 3b - Schematic of Example Methodology (Selling Electronic Art Work)

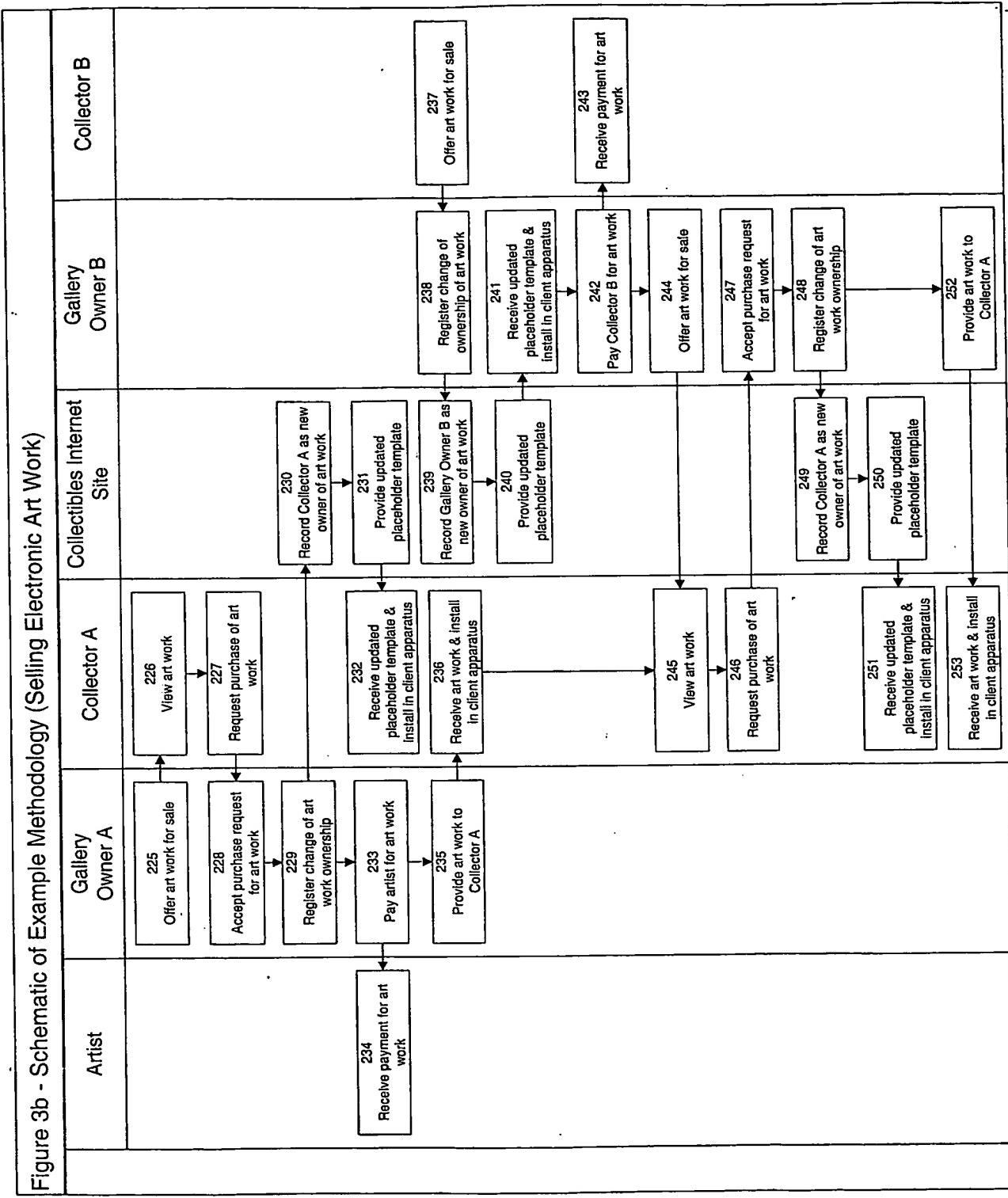


FIGURE 3B